

Game Type: Name



Global Game Requirements



Must be playable (a win or tie condition is possible).



Must be explainable (can be taught, learned, and demonstrated).



Must be fun and engaging for players.



2 - 6 players.



Must be original. (Variations of known games are permitted but must feel original)



Must have a unique name.

Name Game Requirements









The game must have a





For a game to be won

Game Type: Cooperative

Global Game Requirements







-  Must be playable (a win or tie condition is possible).
-  Must be explainable (can be taught, learned, and demonstrated).
-  Must be fun and engaging for players.
-  2 - 6 players.
-  Must be original. (Variations of known games are permitted but must feel original)
-  Must have a unique name.

Cooperative Game Requirements




-  The game must have a win/lose condition for all players together.
-  For a game to be won, each player must have taken an action.

Game Type: Speed

Global Game Requirements







-  Must be playable (a win or tie condition is possible).
-  Must be explainable (can be taught, learned, and demonstrated).
-  Must be fun and engaging for players.
-  2 - 6 players.
-  Must be original. (Variations of known games are permitted but must feel original)
-  Must have a unique name.

Speed Game Requirements




-  The game must have a win condition for a single player.
-  Win condition must be encouraged by speed of *reaction* of players.
-  Ties are allowed.

Game Type: Traditional

Global Game Requirements







-  Must be playable (a win or tie condition is possible).
-  Must be explainable (can be taught, learned, and demonstrated).
-  Must be fun and engaging for players.
-  2 - 6 players.
-  Must be original. (Variations of known games are permitted but must feel original)
-  Must have a unique name.

Traditional Requirements




-  The game must have a win condition for a single player.
-  For a game to be won, each player must have taken an action.
-  Ties are allowed.

Game Type: Knockout

Global Game Requirements

-  Must be playable (a win or tie condition is possible).
-  Must be explainable (can be taught, learned, and demonstrated).
-  Must be fun and engaging for players.
-  2 - 6 players.
-  Must be original. (Variations of known games are permitted but must feel original)
-  Must have a unique name.







Knockout Requirements

-  The game must have a win condition for a single player.
-  The win condition must be encouraged through directly impacting another player's ability to win.
-  Ties are allowed and result in everyone losing.




Game Type: Team vs Team



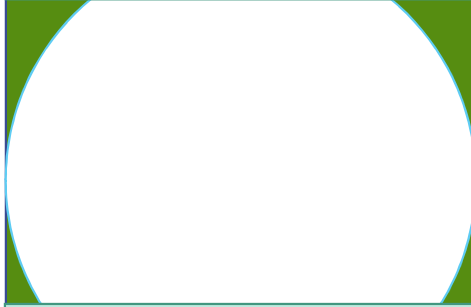
Global Game Requirements

-  Must be playable (a win or tie condition is possible).
-  Must be explainable (can be taught, learned, and demonstrated).
-  Must be fun and engaging for players.
-  2 - 6 players.
-  Must be original. (Variations of known games are permitted but must feel original)
-  Must have a unique name.







Team vs Team Requirements

-  The game must have a win condition for a single team.
-  For a game to be won, each team must have taken an action. (Actions may be performed by the team, or as individuals in the team.)
-  Ties are allowed.




Game Type: One vs Many



Global Game Requirements

-  Must be playable (a win or tie condition is possible).
-  Must be explainable (can be taught, learned, and demonstrated).
-  Must be fun and engaging for players.
-  2 - 6 players.
-  Must be original. (Variations of known games are permitted but must feel original)
-  Must have a unique name.

One vs Many Requirements

-  The game must have a win condition for the solo player.
-  The game must have a win condition for the team.
-  Ties are allowed and result in the solo player winning.